

Modern Media Ventures  
Presents

TM

# A GUS AND THE CYBERBUDS LEARNING ADVENTURE

CD ROM



For Ages 3-8



## GUS GOES TO CYBERSTONE PARK

TM

*Pam packed with hours of educational fun!!!*

- Early Reading
- Early Math
- Creative Writing

- Spelling
- Science
- Problem Solving

- Original Songs
- Developed by a Teacher  
and Loved by Kids



# MODERN MEDIA VENTURES PRESENTS

## "GUS GOES TO CYBERSTONE PARK"

Welcome to Gus Goes to CyberStone Park, the fourth in the series of learning adventures from Modern Media Ventures. This self-guided, interactive, learning experience will build multiple skills and provide hours of engaging fun as Gus and your children search for the elusive CyberBuds: Rant, Rave, Rom and Rae.

### START UP - MACHINE REQUIREMENTS AND TECHNICAL SETUP.

- For optimal performance for both Mac and MPC versions, remove all virus detection programs, screen savers and memory resident programs.

#### MAC Version CD-ROM

LCIII or faster including Performa, Quadra, and PowerMac Series, 256 colors, 13" monitor, 8MB RAM, System 7.0 or later, CD-ROM drive.

Insert the CyberStone Park CD-ROM disk. Double-click on the CyberStone Park icon. A window will open and display a Camping Tent and other icons. For optimal performance, use the versions of QuickTime and Sound Manager provided in the Put in System Folder". Double-click on the Backpack icon to begin playing CyberStone Park.

#### MPC Version CD-ROM

386/25MHz or faster, 13" monitor VGA color monitor (or larger) and graphics card running at 256 colors, 8 MB RAM, Windows 3.1, SoundBlaster or a compatible sound card, mouse, CD-ROM drive.

If your system is equipped with AutoStart, just put the CD in your CD-ROM player to begin, otherwise; follow these directions.

Insert the CyberStone Park CD-ROM disk. From within Windows Program Manager, select **File, Run** and then following the line labeled **Command**, type `x:\install.exe` ("x" equals the letter of your CD-ROM drive). The CyberStone Park installer adds Quicktime for Windows, creates a Backpack icon and optionally reboots your machine. To begin playing, double-click on the Backpack icon, which is located in the **Gus Games** program group.

#### Windows 95 Version CD-ROM

Insert the CyberStone Park CD-ROM disk. If the introduction screen doesn't appear, follow these steps:

Click the **Start** button on the Taskbar. Select **Settings**, then **Control Panel**. In the Control Panel, double-click on the **Add/Remove Programs** icon. On the upper portion of the **Install/Uninstall** tab, click the **Install** button. When prompted to insert CD-ROM, click on **Next**. The command line that appears will read: `X:\SETUP.EXE` ("x" equals the letter of your CD-ROM drive) After software is installed, click **Start** button on the Taskbar to access the Start menu. Select **Programs**, then click **Gus Games** from the pull-down menu. Then click the **CyberStone Park** icon.



## PROGRAM OVERVIEW

The underlying purpose of the program is to encourage children to explore, participate in learning activities and promote intellectual curiosity through the search for the CyberBuds. CyberBuds, as you will soon find out while exploring CyberStone Park, are organic and cerebral. They are of the earth, yet are highly evolved, enlightened individuals. CyberBuds employ technology and humanism to reach for their highest potential, to make the most out of their lives and the lives of others.

**CyberStone Park** motivates children to explore each environment while searching for our friends, the CyberBuds. You can set the level of difficulty for the "Find the CyberBud Game" at the start of the program. The object of the game is to find all four CyberBuds in each of the five environments. They are hidden in each of the different areas in CyberStone Park. When you find all four CyberBuds in an environment, the Bud Meter will show you a colored CyberRanger Badge. You will also meet our friends Ranger Jackie and Ranger Rick. They will offer information and tips on how to safely enjoy time in the wilderness. Once you have accumulated one CyberRanger Badge from each environment, you will then go to the campfire with Gus and his pals and sing an all new CyberBud song.

To Play:

**CyberStone Park** features 13 environments. Five environments are directly accessible from the **Main Campgrounds** by clicking on the different trail markers. These include the **Trees**, **Mountains**, **Tents**, **Lake**, and **River**. Once inside these environments, there are six additional places to explore. The **A-Maze-ing Fantastic Maze Game** can be accessed by clicking on the Purple Tree in the grove of trees. The **Connect the Stars Math Game** can be accessed by clicking on the Sun in the Mountain scene. **Fishing For Rhymes** can be accessed by clicking on the Fishing Pole on the dock and **Sorting by Habitats** can be accessed by clicking in the Muskrat Hole on the side of the bank in the Lake environment. **Campfire Stories** can be accessed by clicking on the Fire in the Tent environment and **Rush the Rapids Spelling Activity** can be accessed by clicking on the Rock in the Middle of the River environment.





## HELP BUTTON

Located in every screen.

Provides directions for

each screen activity and gives information about the Bud spottings.



## BUD METER

Accessed by clicking on the help button, allows you to keep track of how many Bud Spottings you've

made within each environment and how many more you need to complete the game. From here, you can hyperlink to any environment.



## EXIT BUTTON

Located in every screen, allows you to

return to the prior screen. If you are in the main screen, it will allow you to exit the program.

## ABOUT THE ENVIRONMENTS

Grove of Trees

Things to do:

- Find each CyberBud - Discover where the Buds are hiding and hear interesting fun facts.
- Animated Hotspots - Explore the Grove of Trees and see things come to Life.
- The A-maze-ing Fantastic Maze Game - Navigate through an amazing maze while developing eye hand coordination, directionality and problem solving skills.



The A-maze-ing Fantastic Maze Game - access by clicking on the Purple Tree in the Grove of Trees. Come along with Gus as he tries to navigate through an amazing maze, complete with map, obstacles and animations.

**Level 1 - Help Gus get to his CyberSaucer.** Just use the direction arrows to move Gus through the maze, but watch out! You might run into eight different obstacles that you. If you do run into an obstacle, don't worry, an animation will play out and you'll be on your way in no time. If you want to see where you are in the maze, just click on the map and it will show you.

**Level 2 - Help Gus get to his CyberSaucer.** Just use the direction arrows to move Gus through the maze, but watch out! You might run into seven different obstacles. If you bump into an obstacle, you must solve the problem before you can progress any further through the maze. If you want to see where you are in the maze, just click on the map and it will show you.



Guide Gus past some incredible obstacles and activities like:

**Dog Eating Plants** - Get Gus through the dog eating plants.

**A Hole in the Ground** - Stack the objects from largest to smallest, from bottom to top, to help Gus get out of the hole.

**Dodging Alligators** - Get Gus through the alligator pit.

**Is it a Rock or a Turtle?** - Help Gus get to the other side of the pond by clicking on the rocks. Be careful! Some of those rocks might be turtles.

**Leap the Sheep** - Help Gus get to the top of the mountain by leaping the sheep.

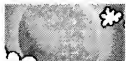
**Build a Puzzle** - Complete the puzzle and help Gus get on his way.

**Whose Foot is it Anyway?** - Match the footprint to one of the contestants.

## Mountains

### Things to do:

- Find each CyberBud - Discover where the Buds are hiding and hear interesting fun facts.
- Animated Hotspots - Explore the Mountains and see things come to Life.
- Connect the Stars Math Activity - Connect the stars and watch the picture come to Life while developing number sequencing , addition and subtraction skills.



**Connect the Stars Math Activity** - access by clicking on the Sun in the Mountain/Sky environment. Click on the moon to change levels.

**Level 1 - Connect the Stars in the correct order 1-10.** Start by clicking on number 1 and continue to connect the stars in the correct sequence. When all the stars have been connected in the correct order, the picture will come to life.

**Level 2 - Addition and Subtraction of numbers from 1 -20.** Add or subtract the numbers on each star and click on the correct number below that appears on the planet.

**Level 3 - Fill in the Missing Number.** Add or subtract the numbers on each star and click on the correct number below that appears on the planet.

**Level 4 - Addition and Subtraction of numbers from 1 - 100.** Add or subtract the numbers that appear on the screen and use your mouse to punch in your answer on the CyberCalculator.

Lake

**Things to do:**

- Find each CyberBud - Discover where the Buds are hiding and hear interesting fun facts.
- Animated Hotspots - Explore the Lake and see things come to Life.
- Fishing for Rhymes - Fish around and match rhyming words.
- Sorting by Habitats - Develop categorizing skills as you place the different animals in their appropriate habitats.



Fishing for Rhymes - Accessed by clicking on the Fishing Pole on the dock. Help Gus fish to catch a rhyme. To change the speed of the fish swimming by, use the lever marked 1-2-3. 3 will move the fastest.

**Level 1 - Catch a fish by rhyming objects.** Click on the fish with the object that rhymes with the one on Gus's lure.

**Level 2 - Catch a fish by rhyming words.** Click on the fish with the word that rhymes with the one on Gus's lure.



Sorting by Habitats - Accessed by clicking on the Muskrat Hole at the side of the bank. There are a total of eight animals per environment that need to be placed into their correct habitat. They can be placed into one of three environments: On Land and in the Trees, In and Around the Water and Underground.

To Play

Choose an environment you want by clicking on one of the boulders below. The habitat you chose will automatically appear in the tent screen. Use the arrows above the screen to move the environment right or left. Use the arrows below the animal bar in the tree to see the many different animals you can choose to place in your habitat. When you have chosen an animal, click on it and drag and plop it into the scene. A total of eight animals can be placed in a habitat. If you would like to change an animal, just drag it off the screen. If an incorrect placement has been made, the animal will not stick. You can also view photographs and listen to some neat

information about these animals by clicking on the binoculars. Click on the binoculars in the tree and move them directly over an animal. Click again on the animal and a photograph will then appear. You can save your habitat by clicking on the Camera button in the tree. To open your habitat, click on the Photo Album button in the tree.

## Tents and Campfire

### Things to do:

- Find each CyberBud - Discover where the Buds are hiding and hear interesting fun facts.
- Animated Hotspots - Explore Tents and Campfire and see things come to life.
- Campfire Stories - Develop sight vocabulary, creative writing and early reading skills while creating your own campfire story using over 60 different stamps.



Campfire Stories - accessed by clicking on the Campfire. Choose between eight different stories by clicking on the Story button to the left of the Story Box. A new story will appear each time player clicks here. After you have chosen a story, drag and plop stamps from below into the blanks. They will automatically snap into place. To change a stamp, just drag it off the screen. To clear all the stamps from your story, use the Magic Wand tool. Once you have completed your story, you can listen to it by clicking on the Mouth button located above the Story button.

To Save your story, click on the Piggy Bank button. You can save up to four stories. If you save more than one, your most recent story will be at the top of the list when you open a saved file. To Open, click on the Filing Cabinet button. A dialogue box with your four most recent stories will pop up. Click on the story you'd like to bring up and it will appear in the Story box. You can now change the letter or open another by clicking on the Open button again. Each time you save a new story, the oldest one will be deleted.

## River

### Things to do:

- Find each CyberBud - Discover where the Buds are hiding and hear interesting fun facts.
- Animated Hotspots - Explore the River and see things come to life.
- Spell and Splash - Develop letter recognition and spelling skills through sight and sound.





**Spell and Splash** - access by clicking on the Big Rock in the middle of the river. Click on the barrel to change levels of difficulty. To change the speed of the animals rafting by, use the lever marked 1-2-3. 3 is the fastest.

**Level 1 - Letter Recognition** - Match the letter you see on the boulder with a letter an animal is holding in a raft.

**Level 2 - Spelling with text, picture and sound** - Click on the same letters that the animals in the raft are holding to spell what you see on the boulder.

**Level 3 - Spelling with picture and sound.** - Spell the name of the object you see on the boulder using the letters the animals in the raft are holding.

**Level 4 - Spelling with picture and sound.** - Spell the name of the object you see on the boulder using the letters the animals in the raft are holding.

For more wilderness information you can contact these organizations:

**The Nature Conservancy**

1815 N. Lynn Street  
Arlington, VA 22209  
(703) 841.5300

**Pacific Crest Trail Assoc.**

5325 Elkhorn Blvd, Suite 256  
Sacramento, CA 95842  
1-800-817-2243 or 619.445.4820

**Sierra Club**

730 Polk Street  
San Francisco, CA, 94109  
1-415-776-2211

**National Parks**

Campground reservation call MISTIX 1-800-365-2267





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**SPECIAL THANKS TO:**

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**"GUS GOES TO CYBERTOWN"** CD-ROM

**"GUS GOES TO CYBEROPOLIS"** CD-ROM

**"GUS GOES TO THE KOOKY CARNIVAL"** CD-ROM

**"GUS GOES CYBERSTONE PARK"** CD-ROM

**"GUS GOES TO THE MEGARIFIC MUSEUM"** CD-ROM

**"GUS AND THE CYBERBUDS BIG TIME FUN DISC"** CD-ROM

**"THE GUS CHRONICLES"**, Volume 1:

**"THE BEGINNING OF THE BEGINNING"** CD-ROM

**"GUS AND THE CYBERBUDS"** Audio Soundtrack

Also, look for the

**"GUS AND THE CYBERBUDS**

**SOFTWARE SCHOOLHOUSE COLLECTION"**

*It's more fun than recess!*

Also, be sure to check out Gus and the CyberBuds award winning Web Site:

<http://www.gustown.com>

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